generating a pointer for each of said regions, each of said pointers associating its respective region with one of said textures, each of said pointers comprising a location and a code;

generating a bitmap, the bitmap representing [only] boundary pixels of a first one of said textures separating said regions in said image, by converting each pixel in said image not of said first one of said textures to a second one of said textures; and

storing the bitmap of boundary pixels and the pointers associating the region with its texture for later use in displaying the image[, where the displayed image will include the pixels of the stored bitmap].

15.   (AMENDED FIVE TIMES) A computer stored data structure comprising:

a bitmap representing [only boundaries] boundary pixels separating regions in an image, said [boundaries] boundary pixels comprising pixels of said image, [at least one of] said regions comprising image pixels of said image, each region between boundary pixels being composed of one of the textures; and

pointers, each associating its respective region with a texture for the digital image in that region[, where the stored bitmap and pointers will be used at a later time to display the image, where the displayed image will include the pixels of the stored bitmap].

22.   (AMENDED FOUR TIMES) A method comprising:

decompressing a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed has been reduced, comprising:

providing a bitmap representing only [boundaries] boundary pixels of the image separating regions, [said boundaries comprising pixels of said image, at least one of] said regions comprising image pixels of said image, , each region between boundary pixels being composed of one of the textures [where the displayed image will include the pixels of the stored bitmap];

referencing a pointer that associates one of said textures with one of said regions; and

filling said [one of said] regions in said bitmap with [said] its associated texture.

31.   (AMENDED FIVE TIMES) A method comprising:

displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed has been reduced, comprising:

providing a bitmap representing only [boundaries] boundary pixels in said image separating regions, [said boundaries comprising pixels of said image, at least one of] said regions comprising image pixels of said image, each region between boundary pixels being composed of one of the textures [where the displayed image will include the pixels of the stored bitmap];

referencing a pointer that associates one of said textures with one of said regions;

filling said one of said regions in said bitmap with said associated one of said textures; and

overlaying said image on a background.

33.   (AMENDED FIVE TIMES) A method comprising:

displaying a digital image having at least three textures whose amount of storage space required for holding it prior to a time when the image is to be displayed is reduced, comprising:

generating a bitmap representing only [boundaries] boundary pixels in said image separating digital image regions in said image, [said boundaries comprising pixels of said image, at least one of] said regions comprising image pixels of said image, each region between boundary pixels being composed of one of the textures [where the displayed image will include the pixels of the stored bitmap];

generating a pointer for each of said regions, each of said pointers associating its respective region with the one of said textures for the digital image in such region;

storing the bitmap of boundary pixels and the pointers defining the textures for the regions between boundary pixels for later use in displaying the image;

referencing said pointers associating said one of said textures with said one of said regions;

filling said [one of said] regions in said map with [said] its associated one of said textures; and

overlaying said image on a background.

34.   (AMENDED THREE TIMES) Apparatus comprising:

a microprocessor;

a memory coupled to the microprocessor, the memory being configured to cause the microprocessor to:

compress a digital image having at least three textures to reduce the amount